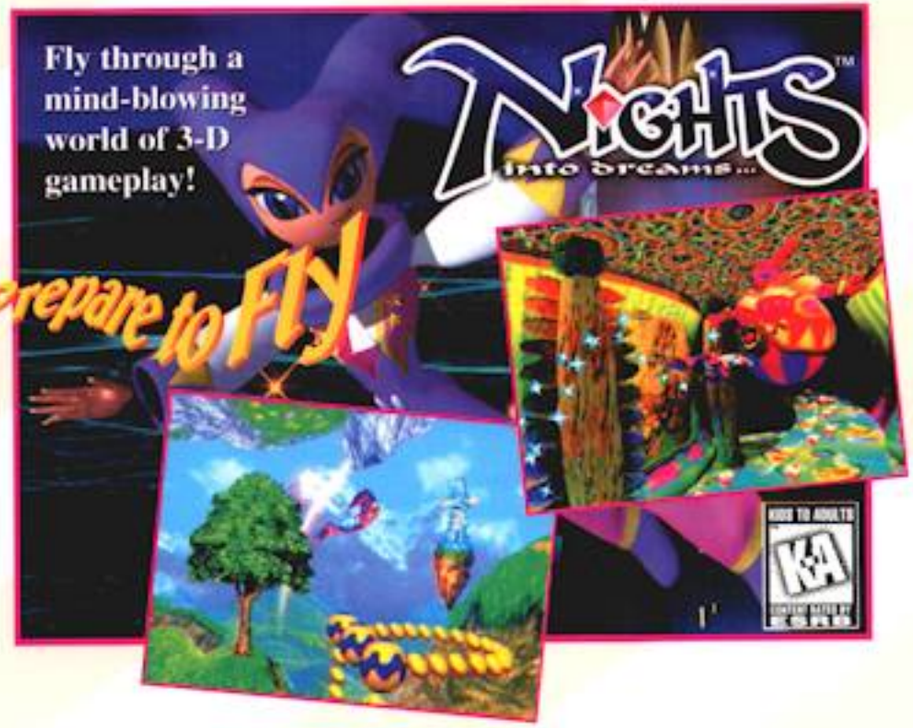
BLUE IS BACK!



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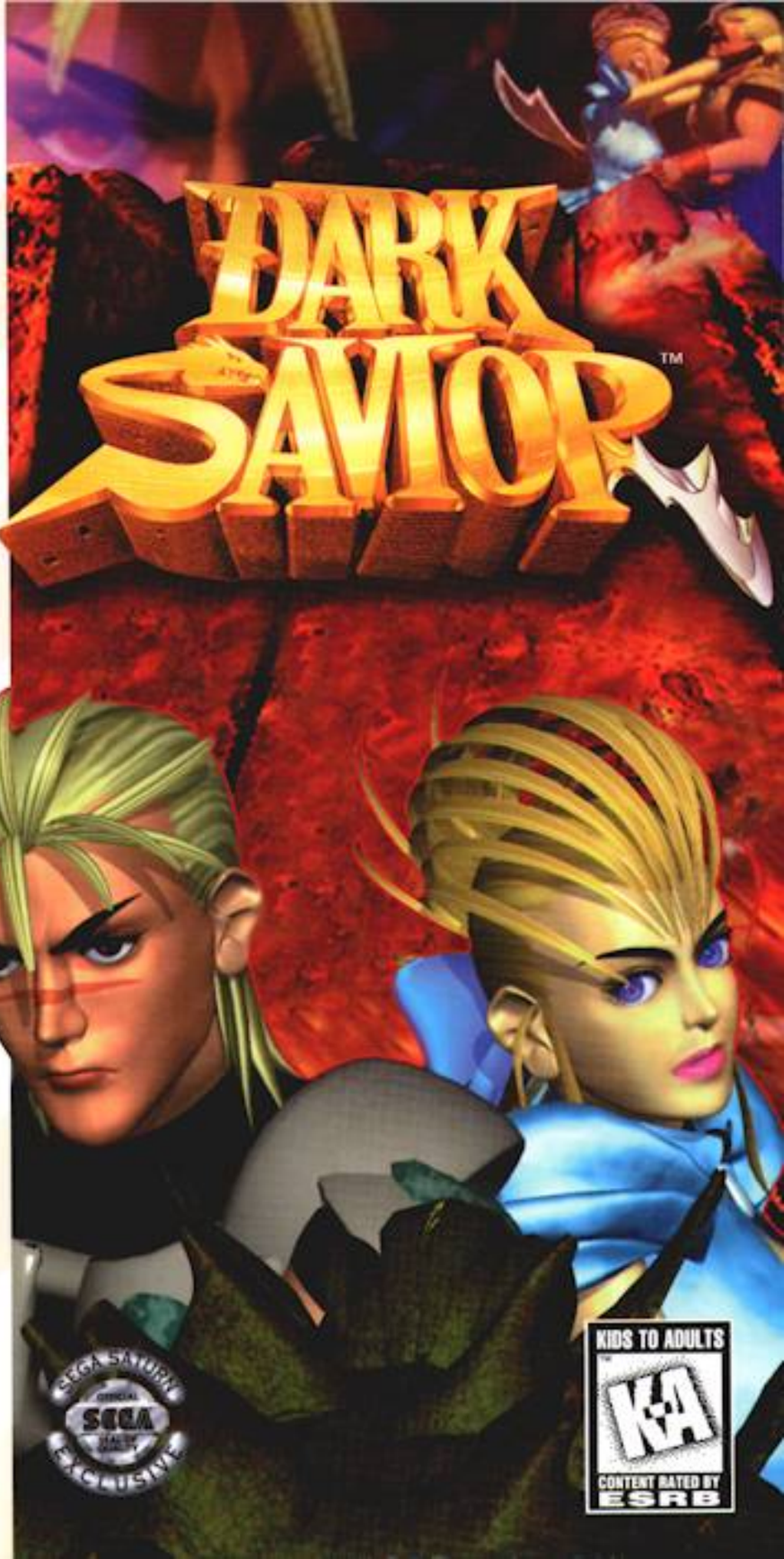

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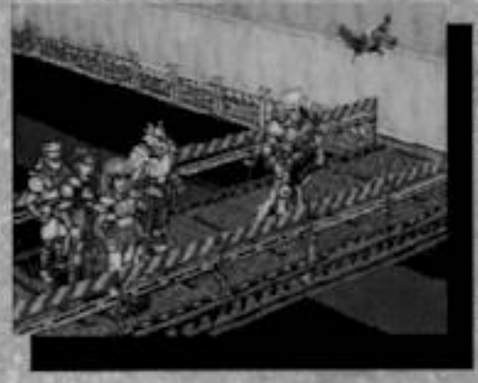
From Reality To A Nightmare

The menace of the creature called Bilan has finally been stopped by a famous team of bounty hunters. After a tremendous battle, the creature has been placed in a carbonite cage and is being put aboard a ship bound for Jailer's Island.

Some members of the bounty hunter team have drawn straws to see who will guard Bilan on his journey to Jailer's Island. Garian, a member of the team, has volunteered to go with the others in order to be able to witness Bilan's execution with his own eyes.



But the team has underestimated Bilan's power. The creature manages to break free from its cage and begins to wreak havoc on the ship and crew.

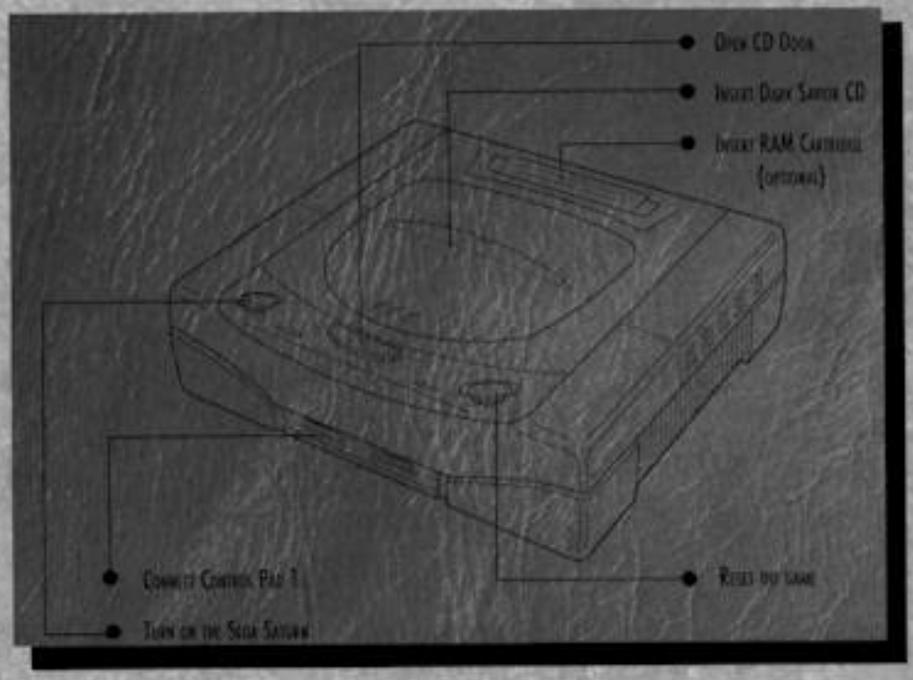
Escaping from the ship, Bilan is seen heading to Jailer's Island, the very place where it was to be executed. But what is drawing Bilan there?

Upon reaching Jailer's Island, Garian is drawn into a web of events which are as mysterious as they are world-shattering in importance. A plot by the prisoners of Jailer's Island to revolt against their oppressors. Warden Kurtliegen using prisoners to mine a strange substance under the island. A woman ninja named Kay, who has travelled to the island from the kingdom of Lavian... what is her connection to Bilan and the blue rose? The blue rose...!

Garian wakes up from his strange nightmare, only to find himself still on board the ship, travelling to Jailer's Island. But wait. On top of his Bounty Hunter Handbook he finds... the blue rose, the very one he saw in his dream! Has Garian seen events which are yet to pass? He is about to find out.

Game Set-Up/Introduction

Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. Note that *Dark Savior*™ is for one player only.



Open the CD door, place the *Dark Savior* disc, label side up, in the well of the CD tray and close the lid. If you're using an external memory RAM cartridge, make sure to place the RAM cartridge in the cartridge slot before turning on the Sega Saturn.

Turn on the TV or monitor and the Sega Saturn. The Sega Saturn, Sega and Climax™ logos appear on screen, followed by the *Dark Savior* Title screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to reset the Sega Saturn.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

After the Sega and Climax logos, the *Dark Savior* Title screen appears, followed by game demos. Press Start at any time to return to the Title screen. Press Start to see the Title Options. Press the D-Pad up or down to pick an option (the selected option flashes), and press Start to select.

Sound Test

Press the D-Pad up or down to move the cursor to **BGM** (background music), **SE** (sound effects) or **Stereo/Mono** (to set the type of sound for the game). To start the **BGM** or **SE**, press Start. To select stereo or mono sound, press the D-Pad left or right. Pressing Button B cancels the **BGM** or **SE** and returns you to the Climax logo.

Hardware Options/Adventure Options

Start off by selecting a hardware option: a memory RAM (the Sega Saturn internal RAM or an optional RAM cartridge) to access adventure data, or the on-screen monitor if you want to exit to the Sega Saturn BIOS screen. To switch hardware options, press Button B, then press the D-Pad left or right until the desired hardware option appears at the front of your monitor.

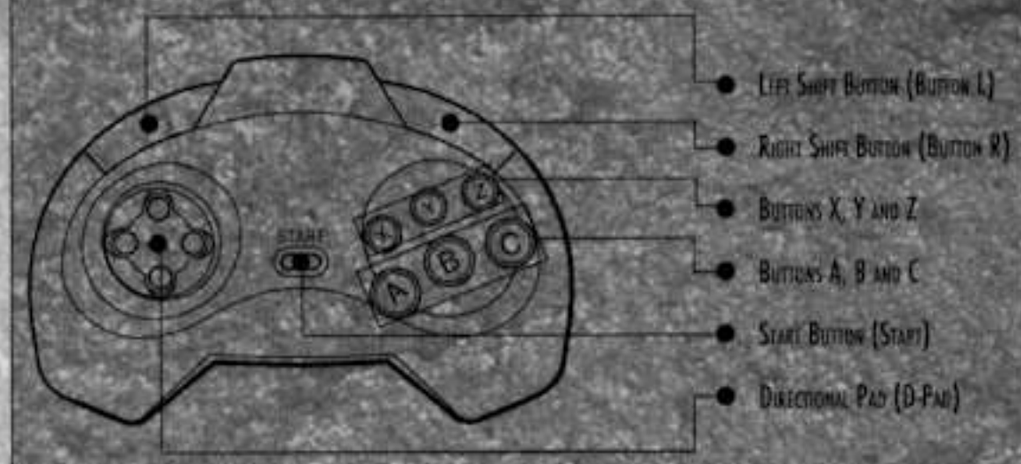
If you select a memory RAM option, the RAM slots appear on screen. Press the D-Pad up or down to highlight **Begin** or **Erase**, and press Button A or C to select. To **Begin** an adventure, press the D-Pad up or down to highlight a memory slot and press Button A or C to select.

To **Erase** an adventure, press the D-Pad down to highlight **Erase**, then press the D-Pad up or down to select the memory slot you want to erase. Select **Yes** when the confirmation window appears to delete the adventure, or **No** if you reconsider.

Note: To exit to the Hardware Options screen at any time during gameplay, press Buttons A, B and C and Start simultaneously.

Control Use

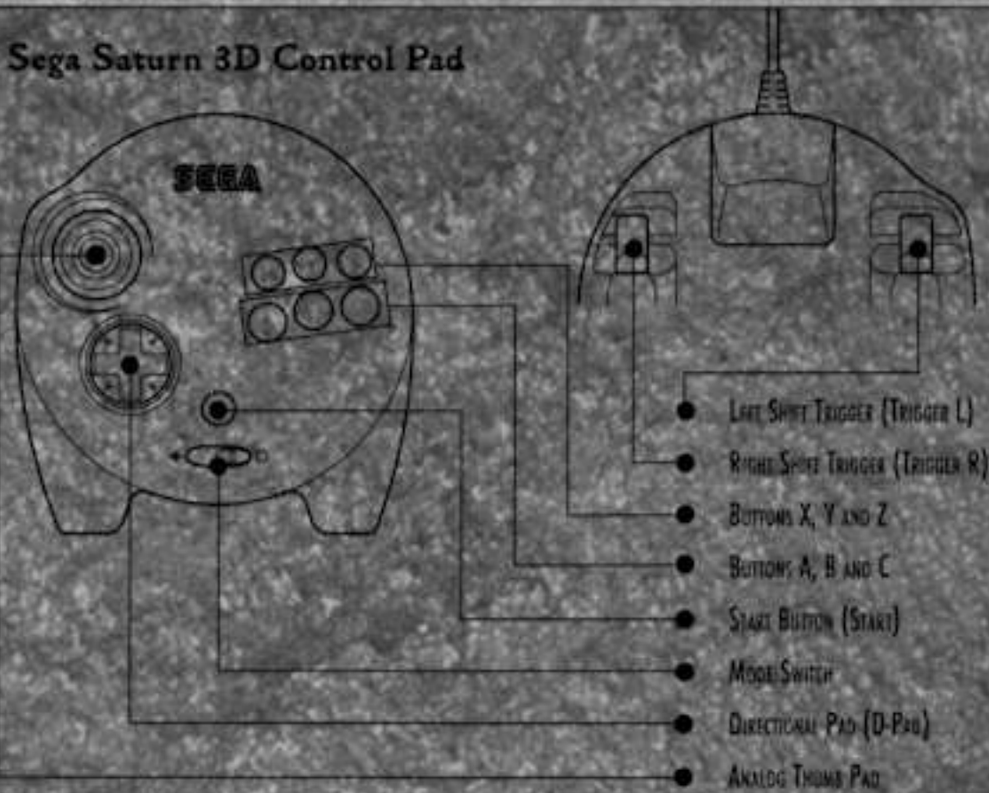
Sega Saturn Control Pad



Button	Effect
Button A	Talk to people; pick up/put down objects; swing sword, inspect items; accept (in option and confirmation screens); speed through screen messages
Button B	Jump; speed through screen messages
Button C	Run (when pressing the D-Pad); perform a long jump (when pressing the D-Pad and Button B); speed through screen messages
Button X	Open Bounty Hunter Handbook
Button Y	Zoom out (when pressing Button L or R)
Button Z	Zoom in to default screen size (when pressing Button L or R)
Directional Pad (D-Pad)	Highlight options; move Garian; move cursors; cycle through items in the Bounty Hunter Handbook
Start Button (Start)	Starts game; pauses game/resumes paused game
Left Shift Button (Button L)	Shift point of view (when pressing the D-Pad)
Right Shift Button (Button R)	Shift field of view (when pressing the D-Pad)

Other Button Commands
For details on the View Change Button Functions, see Page 10.

Sega Saturn 3D Control Pad



Button	Effect
Button A	Talk to people; pick up/put down objects; swing sword, inspect items; accept (in option and confirmation screens); speed through screen messages
Button B	Jump; speed through screen messages
Button C	Run (when pressing the D-Pad); perform a long jump (when pressing the D-Pad and Button B); speed through screen messages
Button X	Open Bounty Hunter Handbook
Button Y	Zoom out (when pressing Button L or R)
Button Z	Zoom in to default screen size (when pressing Button L or R)
Directional Pad (D-Pad)	Highlight options; move Garian; move cursors; cycle through items in the Bounty Hunter Handbook
Start Button (Start)	Starts game; pauses game/resumes paused game
Left Shift Trigger (Button L)	Shift point of view (when pressing the D-Pad)
Right Shift Trigger (Button R)	Shift field of view (when pressing the D-Pad)
In the ○ Mode Analog Thumb Pad	Shifts point of view
In the + Mode Analog Thumb Pad	Has no function

Jailer's Island

Jailer's Island has been the property of Warden Kurtliegen's family for centuries. It is said that the family was once rich and influential, although nowadays the family fortunes have suffered to the point that the Kurtliegens have converted the island into a massive prison. The prison bars and cells are built in ancient castles filled with secret passageways and traps of all kinds.

There are two types of adventure modes **on Jailer's Island: Regular mode (travelling from place to place, talking to people, finding items, evading traps and solving puzzles), and Battle mode (where Garian** takes on an opponent in real-time battle).

Regular Mode

Adventure Perspective

The castles, caverns and towns of Jailer's Island are filled with a variety of traps, mazes and puzzles. Get used to using the point of view controls to make the journey a lot easier.

Standard view

Point of view change

Field of view change

Combination field of view change and zoom out

Kaiser

Besides Garian's partner Jack, Garian is bound to run into some odd birds on Jailer's Island. Kaiser Snakebird is a records keeper. He can record Garian's progress. This comes in handy if Garian is facing a difficult situation, or if he has just come through one.

To make a record, walk up to Kaiser and press Button A or C. Kaiser asks if you want to save the adventure so far. Highlight **Yes** and press Button A or C, and the available save spaces appear on screen. Press the D-Pad up or down to highlight a space, and press Button A or C to select.

Regina

Another feathered friend is Regina, who can supply Garian with Bounty Hunter Life Points. Regina only trades for goods, so make sure to grab Chocolates, Magazines and Bottles of Jalepeno juice wherever they can be found.

To gain Bounty Hunter Life Points, walk up to Regina and press Button A or C. Regina makes Garian an offer of trade (from the items shown at the bottom right corner of the screen). If the trade sounds good, highlight **Yes** and press Button A or C, and the deal is done.

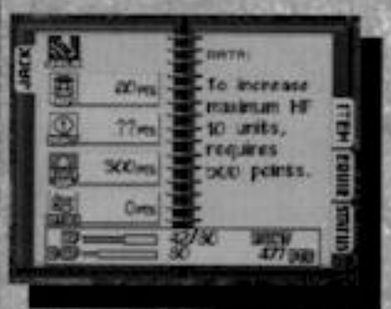
Bounty Hunter Handbook

Garian carries a valuable item with him at all times: the Bounty Hunter Handbook. Various options are accessed through the handbook. Press Button X to open the handbook (the inside cover is displayed first).

Inside Cover: Bounty Hunter I.D.

Press the D-Pad up or down to highlight one of the book tabs, and press Button A or C to open to that page. The left page shows the options, and the right page shows data related to that option. To close the handbook and return to the adventure, press Button B.

Tab 1: Jack Options



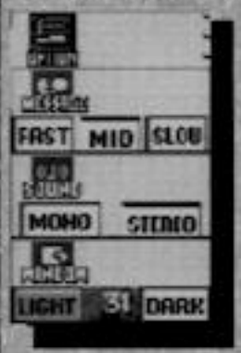
Jack's here to help! Highlight an option using the D-Pad and press Button A, C or L to select. Options which cannot be selected (e.g. Level Up when Garian doesn't have the necessary Bounty Hunter Life Points) don't change when Button A or C is pressed.

HP: Garian can regain Hit Points (HP) with Jack's help - for a price. Sacrifice 20 Bounty Hunter Life Points to regain HP.

HINT: Jack gives Garian advice on where to go next, or what Garian should be thinking about.

LEVEL UP: When Garian gains a certain number of Bounty Hunter Life Points, he is eligible for a Level Up. A Level Up increases Garian's HP and BHP (Battle Hit Points). See page 14 for more on HP and BHP.

OPTION: Change various Adventure Options (cycle through the options using the D-Pad).



The **MESSAGE** option changes the speed in which messages appear on screen. Use the D-Pad to highlight a message speed and press Button A, C or L to select.
The **SOUND** option allows you to change the type of sound output, MONO for monaural sound and **STEREO** for stereo sound.
The **WINDOW** option changes the background for the message text. Use the D-Pad to highlight **LIGHT** or **DARK** and press Button A or C repeatedly to change the message window's brightness.

Tab 2: Item Options

A list of the items Garian is carrying is displayed. To use an item, use the D-Pad to highlight the item, and press Button A, C or L to use it.

Tab 3: Equipment Options

A list of the weapons and armor Garian is carrying is displayed. To equip Garian, use the D-Pad to highlight the weapon or armor, and press Button A, C or L to equip it (an **E** appears on equipped items). The data on the right-hand page show an increase or decrease in Garian's Attack, Defense and Speed levels.

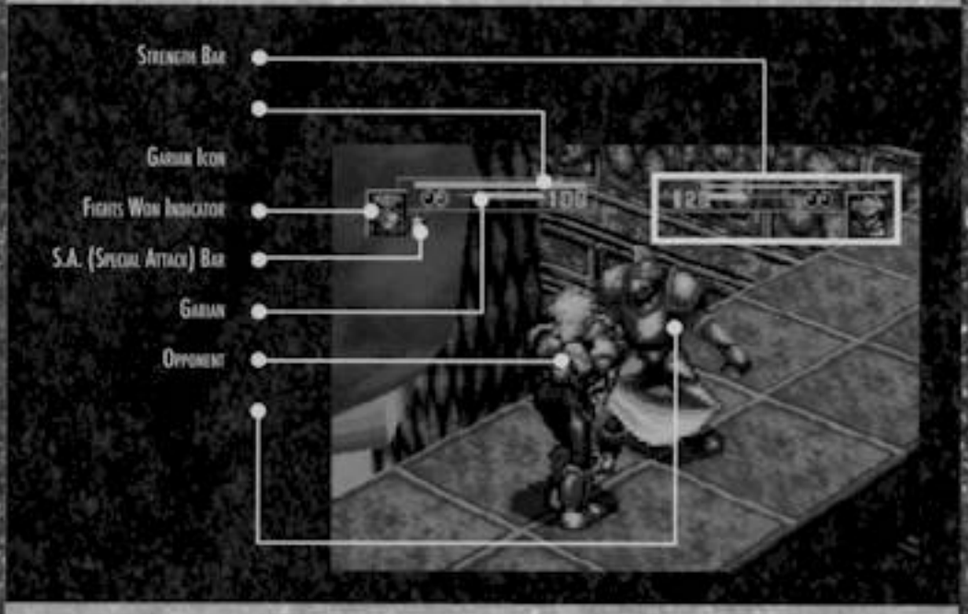
Tab 4: Status Options

This page displays the current Attack, Defense and Speed levels for Garian or any creature he has captured. To see the Attack, Defense and Speed levels for any captured opponent, use the D-Pad to highlight the prisoner, and the various info appears on the right-hand page.

At the bottom of all handbook pages, Garian's Hit Points and Battle Hit Points are displayed. His current Bounty Hunter Life Points are displayed on the right.

Battle Mode/A Bounty On Their Heads

In the Fight Mode, Garian is up against an opponent in a real-time battle. Garian can win one of two ways: either by knocking his opponent out twice, or by capturing the opponent. In some cases the opponent can't be captured, but if he or she can be, it's worth the extra effort to do so; Garian gains bonus points, and more importantly, he can use the captured opponent in future battles.



Stats: The current battle statistics for Garian's opponent (see below for an explantation).
Strength Bar: Shows the fighter's remaining strength. To the right is a numeric indicator of the strength remaining.
Icon: An icon of the character whose stats are displayed.
Fights Won Indicator: A star appears beside whoever wins the first round.
S.A. (Special Attack) Bar: Shows how many S.A. points the fighter has. Press and hold Button A to fill the S.A. Bar, and when it flashes, unleash Garian's Special Attack! But watch out - each opponent has a Special Attack available!

Remember that defense is useful too. Press the D-Pad in the direction opposite the opponent to raise Garian's defenses. The defensive pose works against most kinds of attack, even the Special Attack.

Capture Chance

Being a skilled bounty hunter, Garian can make use of his skills when the Capture Chance appears. Use this opportunity to take the opponent captive. Once Garian captures a creature, he can then choose to send a captive into battle in place of himself. To capture an opponent Garian must:

- Build up Special Attack strength in the deciding round
- Press Button A when **Capture Chance** appears on screen until the S.A. Bar flashes, then press Button A again to capture the opponent

Note that conditions for the **Capture Chance** becoming available vary with each opponent.

Once Garian has captured the opponent, an option window appears before every following battle. Garian has the chance to send a captive in to fight for him. Select Yes in the option window, and Garian's Bounty Hunter Handbook automatically opens to the Status Options page (see page 13). Select a captive (or if you reconsider, select Garian). Forward into battle!

Must The Adventure End?

Whenever Garian fails some task (by falling into water, fire, etc.), Jack helps him out of the jam. There's a price, of course. Jack takes 20 Bounty Hunter Experience Points away each time Garian makes a fatal error. Lose all Bounty Hunter Life Points, and Garian's glorious adventure comes to a tragic end....

Of course since Garian is a trained professional, that won't happen, right? The adventure continues to its fateful conclusion. And then? We're not giving anything away, but make sure to save the adventure once you reach the end. After all, perhaps all the events up to that point are only a dream, in which case the real adventure is about to begin!

Parallels In Space And Time

Garian starts his adventure on board the Seabandits, accompanying Bilan to Jailer's Island. Or does he? He wakes up from a terrible dream to find that he is in possession of a blue rose, a rose which only grows on Jailer's Island.

He has vague memories of a battle... and a mysterious woman. Strange events are taking place on Jailer's Island, and the power that exists there is affecting the space-time continuum, causing reality to change.

Depending on the choices Garian makes in his adventure, different outcomes become possible. Some of these outcomes depend on how quickly Garian gets through one part of the adventure, others on the direction he takes to go from place to place.

Jack's Adventuring Tips

- When a timer appears at the bottom right corner of the screen, it's time to go all-out to reach the goal before the timer turns red. Or is it? Garian's speed in getting to the destination determines the outcome. We won't tell you how things change, but here's something to think about...

On Board Seabandits	
Blue	0:00 to 3:29
Yellow	3:30 to 4:29
Red	4:30 -?

- When fighting an opponent, make sure to watch the level of the Special Attack Bar in the second round. Fill it 3/4 of the way when the opponent is nearly defeated so that Garian has a chance to capture the opponent. The Capture Chance only lasts for a few moments and a completely empty S.A. Bar takes too long to fill. Don't miss a chance to capture an opponent!

- Make use of perspective changes to find hidden items and figure out the way to get through treacherous areas. The zoom out function is good for looking at the whole of the area around Garian, and the perspective change works well when there are corners to look around or when Garian is walking behind buildings.

- Master the long jump as soon as possible. There's no other maneuver that is as useful in Garian's travels.

- When travelling through open areas, make use of Garian's legs — in other words, run! Running saves time, and sometimes even seconds count.

- Save adventures wherever possible. One false move and Garian could end up having to retrace his steps, and some areas are best travelled only once.

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